

WPA RULES - (INTERNATIONAL RULES)

1. Lagging to Determine Order of Play

The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.

The referee will place a ball on each side of the table behind the head string (kitchen) and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

A lag shot is bad and cannot win if the shooter's ball:

- (a) crosses the long string;
- (b) contacts the foot cushion other than once;
- (c) is pocketed or driven off the table;
- (d) touches the side cushion; or
- (e) the ball rests within the corner pocket and past the nose of the head cushion.

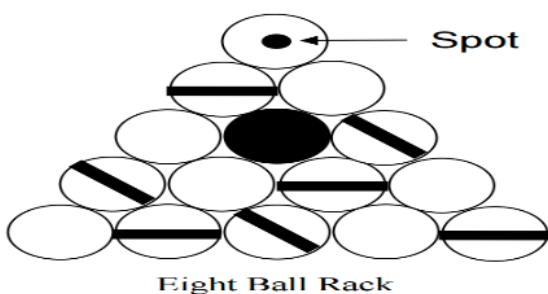
In addition, a lag will be bad if any non-object-ball foul occurs other than Balls Still Moving. It is a foul to begin a shot while any ball in play is moving or spinning.

The players will lag again if:

- (a) a player's ball is struck after the other ball has touched the foot cushion;
- (b) the referee cannot determine which ball has stopped closer to the head cushion; or
- (c) both lags are bad.

2. Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.



3. Break Shot/ Open Table

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any particular object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open. (Open Table / Choosing Groups.) Before groups are determined, the table is said to be "open," and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is "open", any object ball may be struck first except the eight ball.
- (d) If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) re-racking and breaking, or
 - (3) re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of;
 - (1) re-spotting the eight ball and accepting the balls in position, or
 - (2) re-breaking.
- (f) If the breaker pockets the eight ball and scratches (see definition Scratch), the opponent has the option of:
 - (1) re-spotting the eight ball and shooting with cue ball in hand behind the head string;
 - or (2) re-breaking.
- (g) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
 - (1) accepting the table in position, or
 - (2) taking cue ball in hand behind the head string.
- (h) If the breaker fouls in any manner not listed above, the following player has the option of;
 - (1) accepting the balls in position, or
 - (2) taking cue ball in hand behind the head string.

4. Continuing Play:

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the rack by pocketing the eight ball.

5. Shots Required to Be Called:

On each shot except the break, shots must be called as explained in (See Standard Call Shot.: Standard Shot; In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot if they are not obvious. Details of the shot, such as cushions struck or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot. For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g. with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call. In call shot games, the shooter may choose to call "safety" instead of a ball and pocket, and then play passes to the opponent at the end of the shot.).

The eight ball may be called only after the shot on which the shooter's group has been cleared from the table. The shooter may call "safety" in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed. (See Safety Shot.) Safety Shot: A shot is said to be a safety shot if the game in play is a call shot game and the shooter declared the shot to the referee or his opponent to be a "safety" before the shot. Play passes to the other player at the end of a safety shot.

6. Spotting Balls:

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. (See 3 Above: Break Shot and Spotting Balls.)

Spotting Balls:

Balls are spotted (returned to play on the table) by placing them on the long string (long axis of the table) as close as possible to the foot spot and between the foot spot and the foot rail, without moving any interfering ball. If the spotted ball cannot be placed on the foot spot, it should be placed in contact (if possible) with the corresponding interfering ball. However, when the cue ball is next to the spotted ball, the spotted ball should not be placed in contact with the cue ball; a small separation must be maintained. If all of the long string below the foot spot is blocked by other balls, the ball is spotted above the foot spot, and as close as possible to the foot spot. No other object ball is ever spotted.

7 Losing the Rack. The shooter loses if he;

- (a) pockets the eight ball and fouls;
- (b) pockets the eight ball before his group is cleared;
- (c) pockets the eight ball in an uncalled pocket; or
- (d) drives the eight ball off the table.

These do not apply to the break shot. (See 3. Break Shot Above).

8. Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface. (See Cue Ball in Hand.)

Cue Ball in Hand

When the cue ball is in hand, the shooter may place the cue ball anywhere on the playing surface and may continue to move the cue ball until he executes a shot. Players may use any part of the cue stick to move the cue ball, including the tip, but not with a forward stroke motion. In some games and for most break shots, placement of the cue ball may be restricted to the area behind the head string depending on the rules of the game. When the shooter has the cue ball in hand behind the head string and all the legal object balls are behind the head string, he may request the legal object ball nearest the head string to be spotted. If two or more balls are equal distance from the head string, the shooter may designate which of the equidistant balls is to be spotted. An object ball that rests exactly on the head string is playable. The following are standard fouls at eight ball:

9. The following are standard fouls in Eight Ball:

9.1 Cue Ball Scratch or off the Table; Ball Pocketed

A ball is pocketed if it comes to rest in a pocket below the playing surface or enters the ball return system. A ball near the brink of a pocket partly supported by another ball is considered pocketed if removal of the supporting ball would cause the ball to fall into the pocket. If a ball stops near the edge of a pocket, and remains apparently motionless for five seconds, it is not considered pocketed if it later falls into the pocket by itself. (See Balls Settling.)

Balls Settling

A ball may settle slightly after it appears to have stopped, possibly due to slight imperfections in the ball or the table. Unless this causes a ball to fall into a pocket, it is considered a normal hazard of play, and the ball will not be moved back. If a ball falls into a pocket as the result of such settling, it is restored as closely as possible to its original position. If a settling ball falls into a pocket during or just prior to a shot, and this has an effect on the shot, the referee will restore the position and the shot will be replayed. The shooter is not penalized for shooting while a ball is settling. During that five second period, the referee should ensure that no other shot is taken. An object ball that rebounds from a pocket back onto the playing surface is not a pocketed ball. If the cue ball contacts an already pocketed ball, the cue ball will be considered pocketed whether it rebounds from the pocket or not. The referee

WPA RULES - (INTERNATIONAL RULES)

will remove pocketed object balls from full or nearly full pockets, but it is the shooter's responsibility to see that this duty is performed.

9.2 Wrong Ball First

The first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open.

9.3 No Rail after Contact No Rail after Contact

If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul. (See Driven to a Rail)

Driven to a Rail

A ball is said to be driven to a rail if it is not touching that rail and then touches that rail. A ball touching a rail at the start of a shot (said to be "frozen" to the rail) is not considered driven to that rail unless it leaves the rail and returns. A ball that is pocketed or driven off the table is also considered to have been driven to a rail. A ball is assumed not to be frozen to any rail unless it is declared frozen by the referee, the shooter, or the opponent.

9.4 No Foot on Floor;

If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

9.5 Ball Driven off the Table

It is a foul to drive an object ball off the table. A ball is considered driven off the table if it comes to rest other than on the playing surface but is not pocketed. A ball is also considered driven off the table if it would have been driven off the table except for striking an object such as a light fixture, piece of chalk or a player which causes it to return to the table. A ball that contacts the top of the rail is not considered to have been driven off the table if it returns to the playing surface or enters a pocket. See Spotting Balls-

Spotting Balls:

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. (See Break Shot and Spotting Balls.) No other object ball is ever spotted.

9.6 Touched Ball:

It is a foul to touch, move or change the path of any object ball except by the normal ball-to ball contacts during shots. It is a foul to touch, move or change the path of the cue ball except when it is in hand or by the normal tip-to-ball forward stroke contact of a shot. The shooter is responsible for the equipment he controls at the table, such as chalk, bridges, clothing, his/her hair, parts of ones body, and the cue ball when it is in hand, that may be involved in such fouls. If such a foul is accidental, it is a standard foul, but if it is intentional, it is Unsportsmanlike Conduct.

WPA RULES - (INTERNATIONAL RULES)

9.7 Double Hit / Frozen Balls:

If the cue stick contacts the cue ball more than once on a shot, the shot is a foul. If the cue ball is close to but not touching an object ball and the cue tip is still on the cue ball when the cue ball contacts that object ball, the shot is a foul. If the cue ball is very close to an object ball, and the shooter barely grazes that object ball on the shot, the shot is assumed not to violate the first paragraph of this rule, even though the tip is arguably still on the cue ball when ball-ball contact is made. However, if the cue ball is touching an object ball at the start of the shot, it is legal to shoot towards or partly into that ball (provided it is a legal target within the rules of the game) and if the object ball is moved by such a shot, it is considered to have been contacted by the cue ball. (Even though it may be legal to shoot towards such a touching or "frozen" ball, care must be taken not to violate the rules in the first paragraph if there are additional balls close by.) The cue ball is assumed not to be touching any ball unless it is declared touching by the referee or opponent. It is the shooter's responsibility to get the declaration before the shot. Playing away from a frozen ball does not constitute having hit that ball unless specified in the rules of the game.

9.8 Push Shot:

It is a foul to prolong tip-to-cue-ball contact beyond that seen in normal shots.

9.9 Balls Still Moving:

It is a foul to begin a shot while any ball in play is moving or spinning.

9.10 Bad Cue Ball Placement:

When the cue ball is in hand and restricted to the area behind the head string (kitchen) it is a foul to play the cue ball from on or below the head string. If the shooter is uncertain whether the cue ball has been placed behind the head string, he may ask the referee for a determination.

9.11 Bad Play from Behind the Head String (Kitchen)

When the cue ball is in hand behind the head string, and the first ball the cue ball contacts is also behind the head string, the shot is a foul unless the cue ball crosses the head string before that contact. If such a shot is intentional, it is unsportsmanlike conduct. The cue ball must either cross the head string or contact a ball in front of or on the head string or the shot is a foul, and the cue ball is in hand for the following player according to the rules of the specific game

9.12 Cue Stick on the Table:

If the shooter uses his cue stick in order to align a shot by placing it on the table without having a hand on the stick, it is a foul.

9.13 Playing out of Turn:

It is a standard foul to unintentionally play out of turn. Normally, the balls will be played from the position left by the mistaken play. If a player intentionally plays out of turn, it should be treated as unsportsmanlike.

WPA RULES - (INTERNATIONAL RULES)

9.14 Three Consecutive Fouls:

If a player fouls three times without making an intervening legal shot, it is a serious foul. In games scored by the rack, such as nine ball, the fouls must be in a single rack. Some games such as eight ball do not include this rule.

The referee must warn a shooter who is on two fouls when he comes to the table that he is on two fouls. Otherwise a possible third foul will be considered to be only the second.

9.15 Slow Play:

If the referee feels that a player is playing too slowly, he may advise that player to speed up his play. If the player does not speed up, the referee may impose a shot clock on that match that applies to both players. If the shooter exceeds the time limit specified for the tournament or game and a standard foul will be called and the incoming player is rewarded according to the rules applicable to the game being played.

9.16 Ball Rack Template Foul:

It is a foul when a Ball Rack Template, removed from the playing surface, interferes with the game i.e. if the template is lying on the rail and a ball (cue or object ball) touches the template that is lying on the rail.

9. 17 Unsportsmanlike Conduct:

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible is a warning; a standard-foul penalty, which will count as part of a three foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standings points. Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport or which disrupts or changes the game to the extent that it cannot be played fairly. It includes;

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.